CONSTANTINE™

THE VIDEOGAME

sci GAMES

bits studios

VERTIGO DC COMICS

WB INTERACTIVE ENTERTAINMENT™

Precautions

• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

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See back page of this manual for Customer Service Numbers.

What is the PEGI age rating system?

Pan European Games Information (PEGI) is the age rating system for video games in Europe (except where, by law, other rating systems apply). PEGI comprises two separate but complementary elements. The first is an age rating:-

The second is icons describing the type of content in the game. Depending on the type of game, there may be a number of such icons. The age rating of the game is appropriate to the intensity of the content. The icons are:-

VIOLENCE BAD LANGUAGE FEAR SEXUAL CONTENT DRUGS DISCRIMINATION

PEGI will allow parents and those purchasing games for children to choose games appropriate to the age of the intended player. For further information visit http://www.pegi.info

SLES-52872

1 Player • Memory Card (8MB) (for PlayStation®2) : 91KB minimum • Analog Control Compatible: analog sticks only • Vibration Function Compatible

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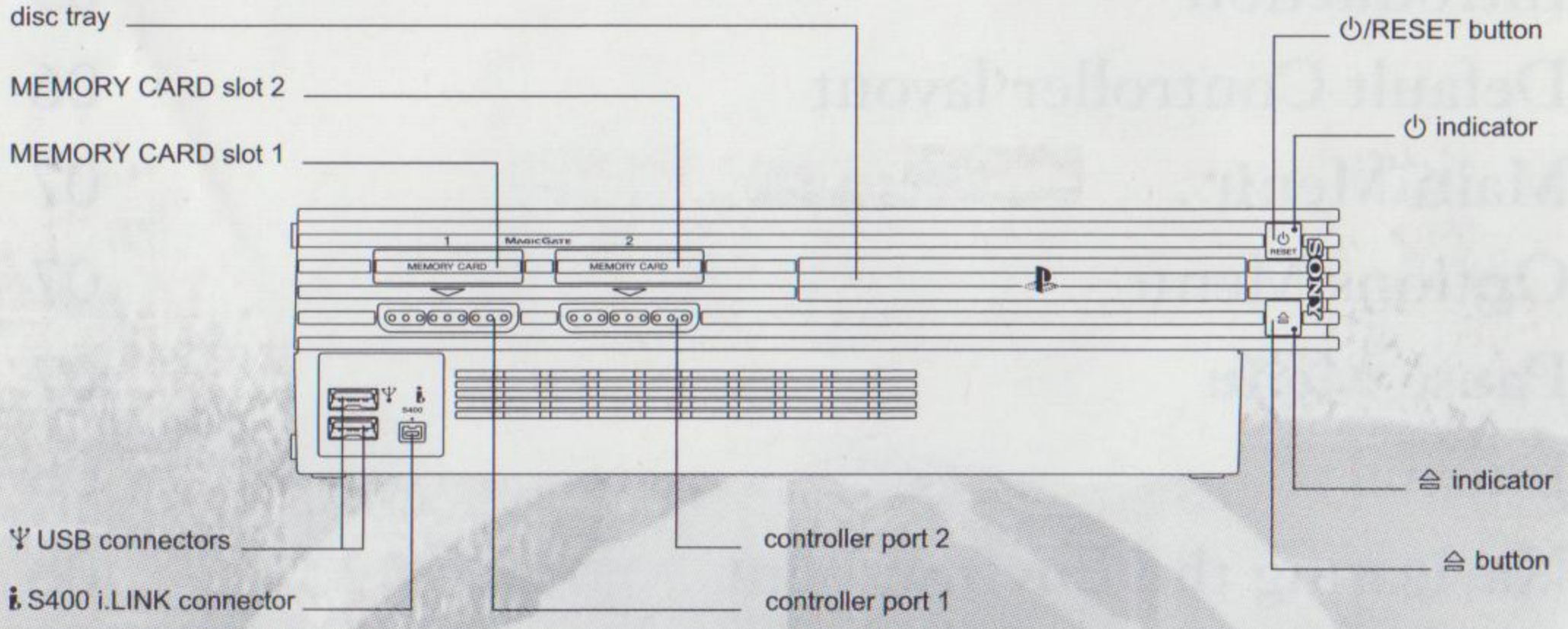
SETTING UP YOUR CONSOLE

PlayStation®2 [front panel]



1. Set up your PlayStation®2 Computer Entertainment System according to the instructions in the instruction manual. Insert your game controller(s) and other accessories, as required.
2. Make sure the MAIN POWER switch (found at the back of the console) is switched ON.
3. Press the ⏻/RESET button. When the ⏻ indicator lights up, press the ⏏ button. The disc tray will open.
4. Place the Constantine disc on the disc tray (label side up).
5. Press the ⏏ button again and the disc tray will close.
6. Follow all on-screen instructions and refer to this software manual for all game information.

You are advised not to insert or remove accessories or memory cards (8MB) (for PlayStation®2) once the power is turned on. Make sure there is enough free space on your memory card (8MB) (for PlayStation®2) before commencing play.

Game data will be auto-loaded on boot up providing that a memory card (8MB) (for PlayStation®2) is inserted that contains previously saved game data. This title supports the use of MEMORY CARD slot 1 only.

NOTE: This title does not support the use of the digital controller.

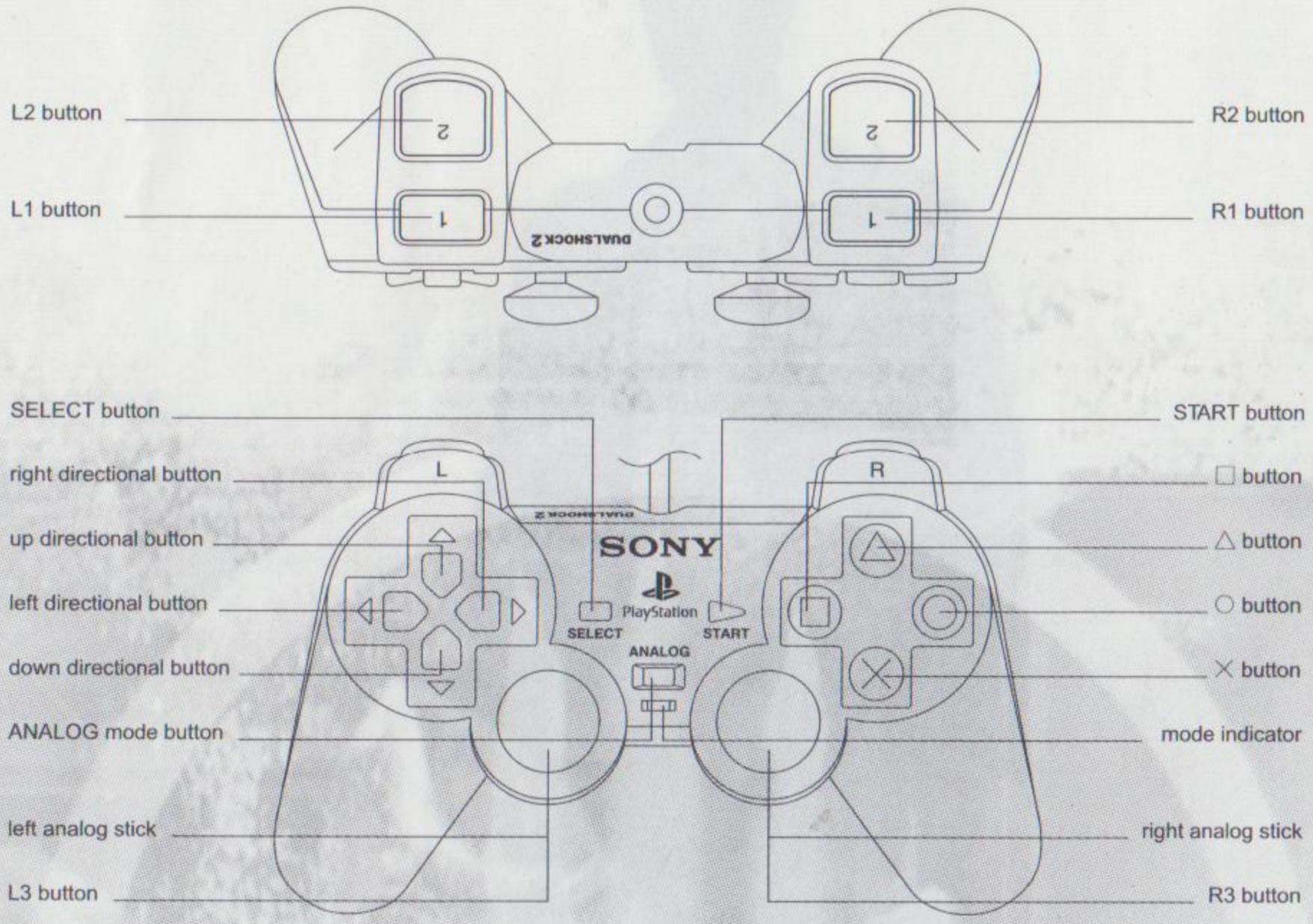
INTRODUCTION

You are ***John Constantine***, a tough, supernatural, working-class mage: sometime exorcist and all-round occult trouble-shooter. You must travel through Hell and Earth and battle against the most evil of Hellspawn to thwart their mission on the Earthly plane.

Use your arsenal of magical and occult weaponry, such as the Holy Shotgun and the Dragon's Breath flamethrower, to overcome the hordes of Hell. Only your fluency with the dark arts and your deathly incantations will quell the dark masses in their bid to bring about Hell on Earth.

DEFAULT CONTROLLER LAYOUT

Analog Controller (DUALSHOCK®2)



R1	=	Fire Primary Artefact
L1	=	Fire Secondary Artefact
Left Analog Stick	=	Move character
L3	=	180^0 turn
Right Analog Stick	=	Look
R3	=	Over the Shoulder view toggle
⊗ button	=	Action/Melee (if no action highlighted)
□ button	=	True Sight
△ button	=	Initiate Spell Casting
○ button	=	Flask of Enlightenment
R2	=	Change Primary Artefact
L2	=	Change Secondary Artefact
↑	=	Draw Weapon
↓	=	Holster Weapon
←	=	Next Spell
→	=	Previous Spell
START	=	Pause Menu
SELECT	=	Journal

MAIN MENU

Highlight an option by using the left analog stick ⬆ or ⬇ on the Directional buttons and select the option by pressing the ⊗ button.

Start Game	Set up a new profile or load an existing profile for Constantine.
Settings	Select Audio and Video options.
Credits	View the game credits.

OPTIONS MENU

Controls

Config	Press the Directional button ⬅ or ➡ to switch between the different control settings.
Invert Y Axis	This will invert the up and down movement of the camera.
Vibration	Turns vibration off or on.
Camera Centring	This option turns the auto camera centring off or on.
Pitch Sensitivity	Move the slider to adjust the speed that the camera moves up and down.
Turning Sensitivity	Move the slider to adjust the speed that the camera moves left and right.
Auto Target	Select this option to set Auto Targeting off or on.

Audio

In-Game Music	Move the slider to adjust the volume of the in-game music.
In-Game Voice	Move the slider to adjust the volume of the in-game voices.
SFX	Move the slider to adjust the volume of the in-game sound.

Video

Subtitles	Select to turn dialogue subtitles on or off.
Brightness	Use to adjust the brightness of the game on-screen.

PAUSE MENU

Pressing START will pause the game.

Resume Game	This will return you to the game in progress.
Options	Select to gain access to the Controls, Audio and Video settings.
Save	Press to save the game from the last checkpoint.
Restart Level	This allows you to restart the level from the beginning.
Quit	Select to quit the game.

JOURNAL

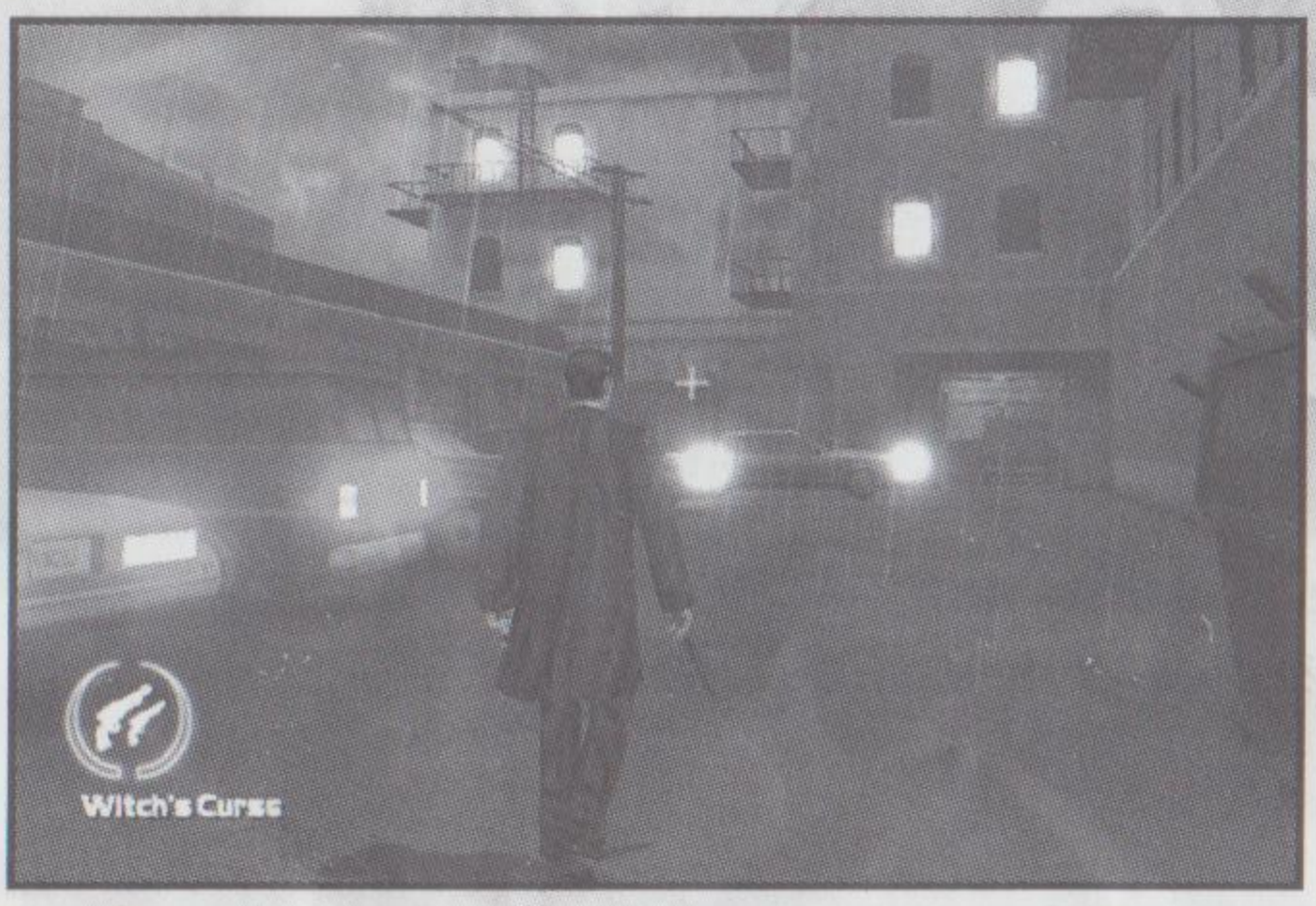
*Note: The controls shown are for the default controller setting.

Press the SELECT button to display John's Journal (and pause the game).

This log shows any details regarding your current objective, along with other useful information you may have collected about your environment, Demons, artefacts, and spells.

Whenever a new objective or piece of information becomes available, an icon will appear at the top of the screen to show that the Journal has been updated:

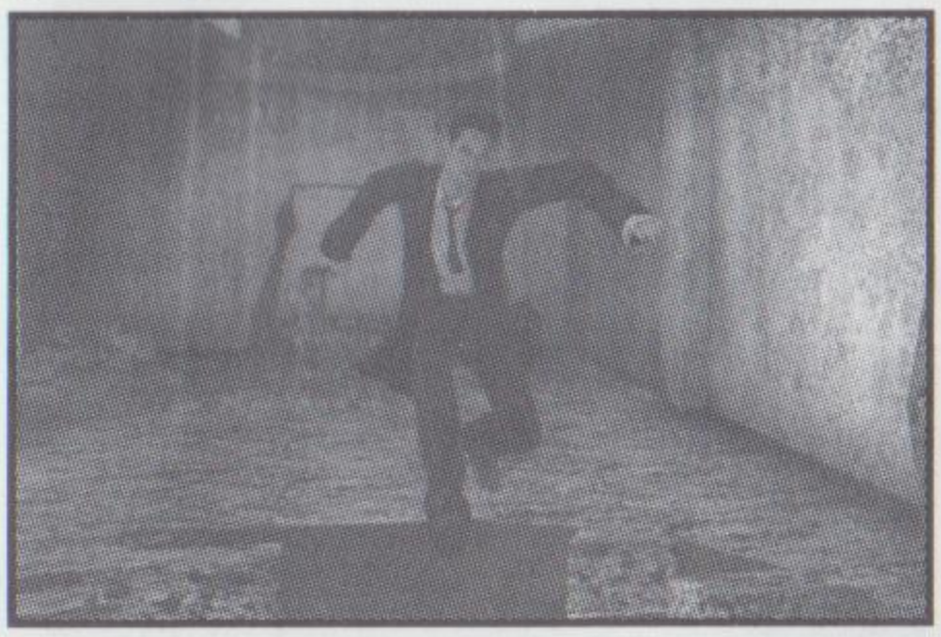
NAVIGATING THE ENVIRONMENT



John's movements are controlled with the left and right analog sticks. Use the left analog stick to make John navigate the world. He will walk (or run, if more pressure is applied) forwards, sideways or backwards depending on the direction of the analog stick. The right analog stick controls which direction he is facing.

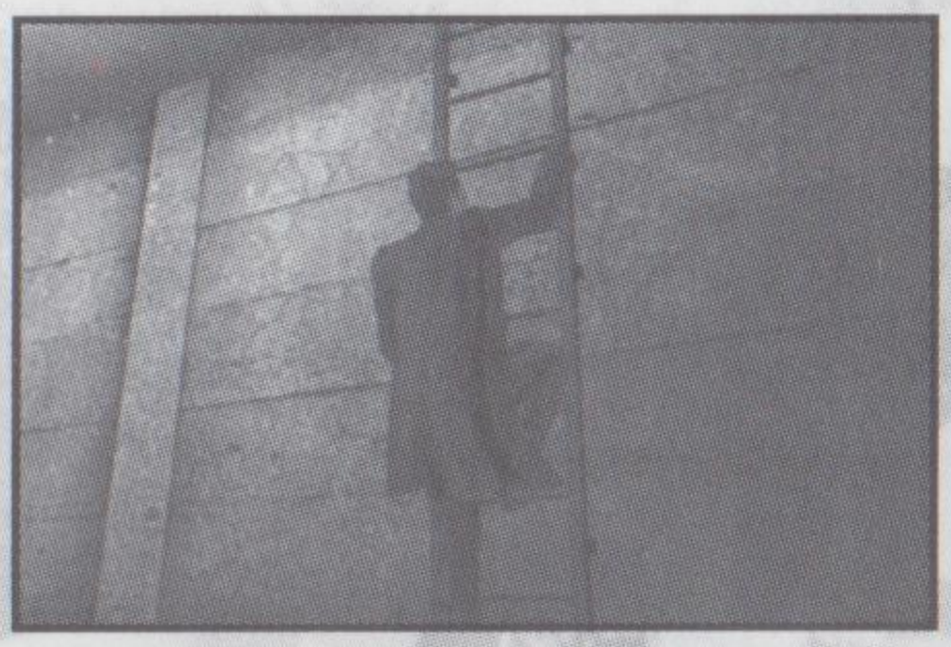
Note: When John has a weapon equipped, he will continuously face forward; disarm to move him around freely.

Jumps



John will automatically jump over gaps when he is running, facing the gap, and there is an adequate place to land. If the gap is too large, he will jump down to the next horizontal level.

Ladders

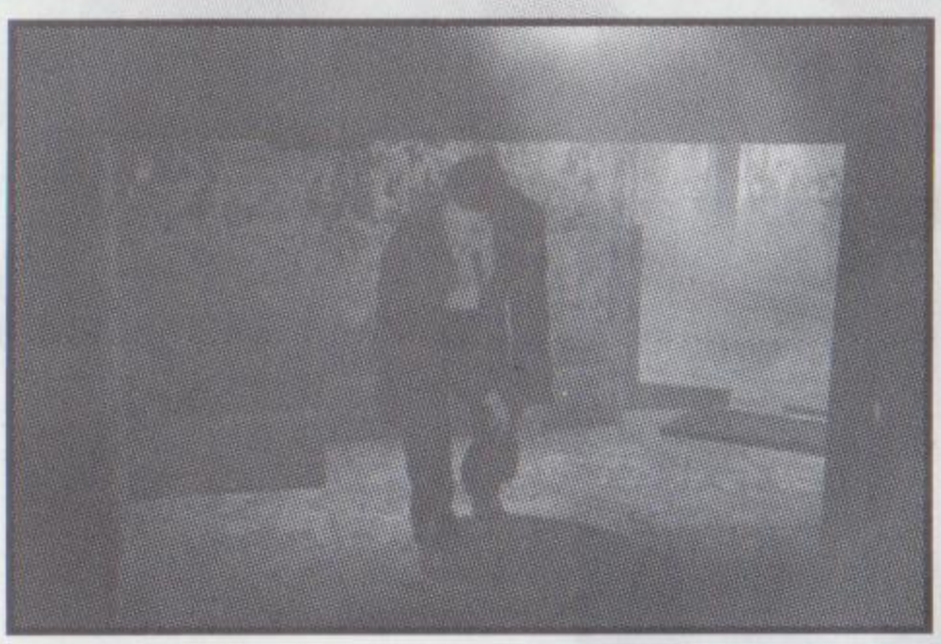


Push into ladders and pipes with the left analog stick to make John grab hold and start to climb. Push up on the left analog stick to climb higher, and push down on the left analog stick to climb down.

Climb

John can climb (clamber) up onto flat-topped objects like dumpsters and crates. Push into them using the left analog stick and John will climb automatically.

Crouch



John will automatically crouch to get through small gaps and under objects.

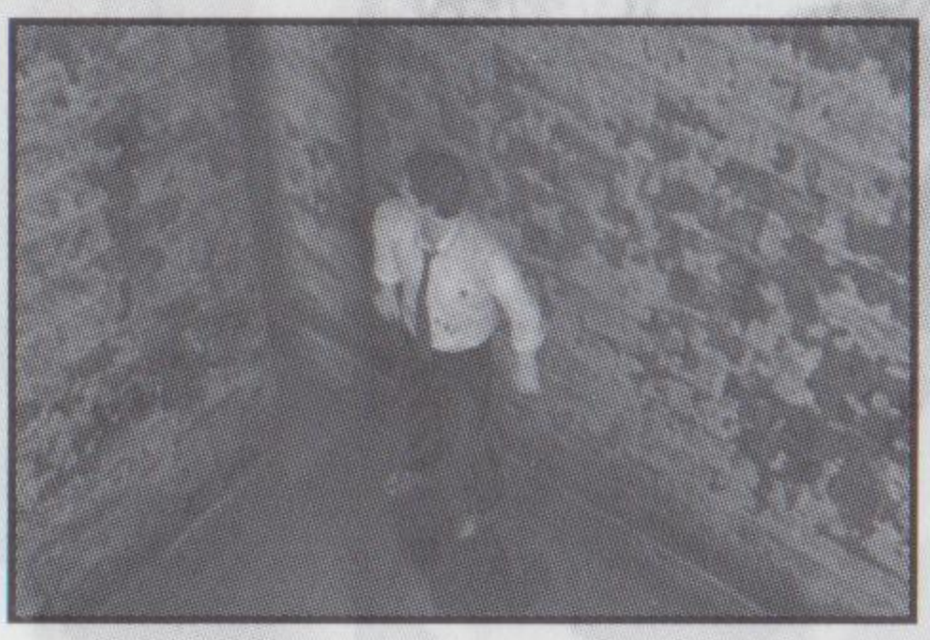
Wire Mesh Fences

John can climb both up and across wire fences. Push the left analog stick toward the mesh to make John grab hold. Once he is attached, push up to climb up to the top of the fence, and he will automatically cross over the fence and drop to the other side. Fences topped by barbed wire cannot be climbed over.

Push/Pull

John can push and pull certain items in his world. The Action Icon button appears when John is close to and facing a moveable object. Press the Action button to make John grab hold, and then use the left analog stick to push or pull it. Pressing the Action button again will make John let go of the object.

Back to Wall



John can move along narrow ledges and squeeze through tight spots by pressing his back to a wall and sidling along it to the left or right. When the Action Icon button prompt appears, press the Action button to hug the wall, then move John with the left analog stick. Press the Action button again to remove John from the wall.

HUD (HEADS UP DISPLAY)

SAVING YOUR PROGRESS

This icon appears whenever you pass a checkpoint in the game. Dying in the game returns you to the last checkpoint you passed. Saved games will restart from the last saved checkpoint.

Note: Checkpoints are only temporary and are lost when the game is turned off. You must Save the game from the Pause menu to preserve your progress.

LIFE FORCE & USING THE FLASK OF ENLIGHTENMENT

The Life Force bar displays the status of John's health. Every time John takes a hit, this bar is depleted. John can rejuvenate his Life Force with water, found in bottles, drinking fountains, and sinks throughout the levels. Drink by facing the water source and pressing the Action button.

John can also carry water in the Flask of Enlightenment, a small platinum flask blessed by five Tibetan Monks. Press and hold the ◎ button to have John drink from the Flask. As John drinks, the Flask of Enlightenment bar will appear to indicate how much water is left. John can refill the Flask from sinks and water fountains.

USING HOLY ARTEFACTS

John always has access to two Holy Artefacts to defend himself against the forces of Hell: a Primary and a Secondary weapon.

Draw and fire your Primary weapon with the R1 button. Re-holster by using ⬆ on the directional pad. Cycle through your available Holy Artefacts by using the R2 button. John's currently selected Holy Artefact is shown in the HUD's Holy Artefact Icon.

Secondary weapons are used by pulling the L1 button. To cycle through and change support items, use the L2 button. The currently selected item is shown in the HUD's Secondary Item Icon.

MELEE ATTACKS

If no other conflicting action is shown, pressing the ⊗ button will trigger John's Melee attack. If John is armed, he will use his weapon as a bludgeon. If John has no weapon at hand, he will automatically use the Holy Knuckledusters.

Up to three Melee attack moves can be chained together by pressing the ⊗ button twice after the initial attack has been launched.

If a Demon has managed to grab John, pressing the ⊗ button quickly and repeatedly will help to dislodge them and inflict some damage.

USING SPELLS

Select spells by pressing left or right on the Directional pad. The selected Spell is displayed in the HUD Spell icon.

Pressing △ initiates the spell casting sequence. Each spell has its own unique button combination – once the spell is initiated, button prompts will appear at the top of the screen. Press the buttons on the controller as the prompts appear, before the timer bar runs down, to cast the spell. If John moves, is interrupted, or the incorrect button is pressed, the spell will not be cast.

Some spells attack individual enemies while others target multiple threats.

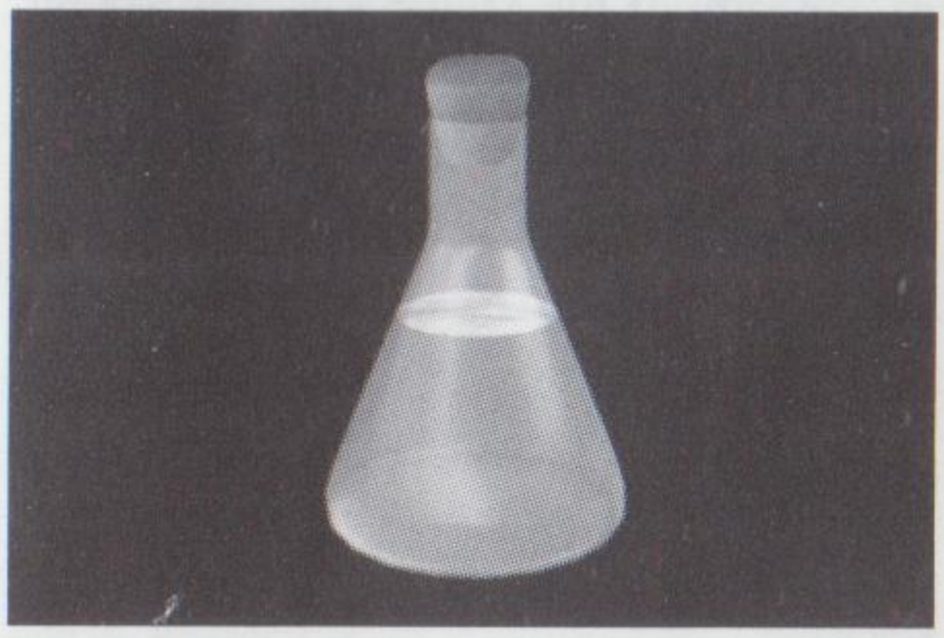
As you cast the spell, a blue, glowing target ring will appear around the feet of any affected enemies. Most spells cannot be cast when there are no enemies present.

Casting a spell costs Magic Power, reflected in the HUD. If John does not have the necessary magic power for a particular spell, that spell icon will be greyed out. Magic Power can be replenished by vanquishing Demons and absorbing the energy they leave behind, or will slowly rebuild over time.

GOING TO HELL...

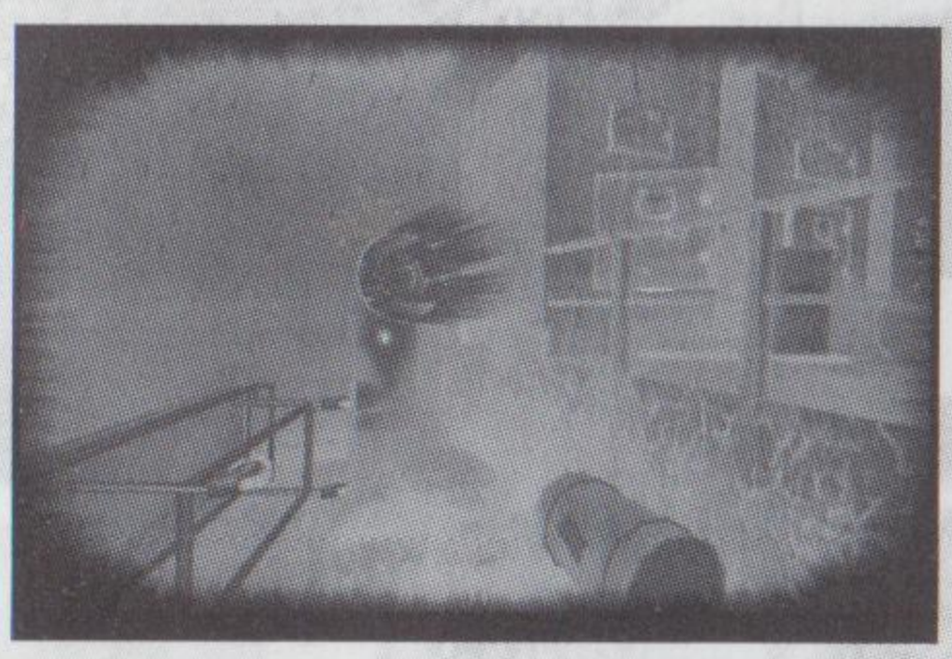
Water is the universal conduit between Hell and Earth, so John is able to use any large pool of water to create a portal between the planes. Once John is standing in water, a "Gateway Spell" that allows John to cross into Hell becomes selectable in the spell HUD. Once the incantation is complete, John is transported to the Hell counterpart of his Earth location.

...AND BACK



Water is scarce in Hell, so John makes use of Water Ampoules to allow him to return to Earth without using the Gateway Spell. Picking up an Ampoule automatically triggers the spell. Note that Water Ampoules re-generate, should you need to travel between Earth and Hell repeatedly.

USING TRUE SIGHT



Since he was a child, John has been able to see the true nature of the world around him – a world full of occult dangers and mysteries. This "True Sight" gives John the edge in his fight against Demons. It allows him to tell Half-Breeds from ordinary humans, locate hidden Clue Symbols intended only for Demons (which may help to solve puzzles), and find secret areas.

True Sight also allows John to see in the dark, to locate hard-to-find-objects, and spot the weak points of Demons.

Press □ to toggle True Sight vision on and off.

EXPLORATION

While exploring the levels, you will find not only Holy Artefacts, but also Upgrades to Artefacts, Charms, Relics, Voodoo Dolls, and Tarot Cards.

Upgrades

Some Artefacts can be upgraded to dispatch even more devastating attacks. Finding an upgrade automatically adds it to the relevant artefact.

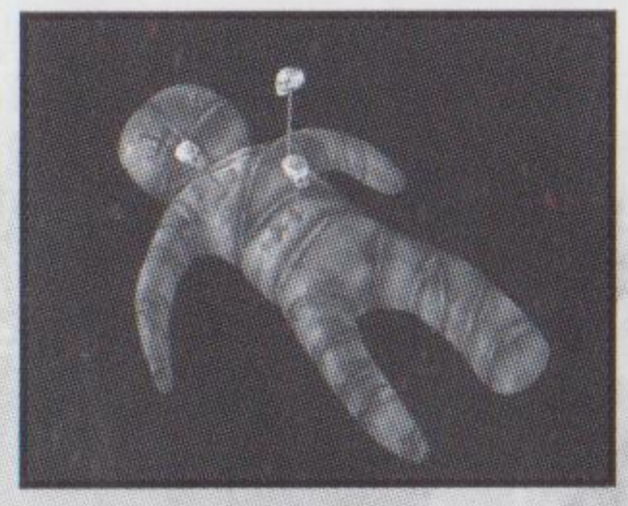
Charms

Charms are ancient occult scrolls decorated with arcane symbols that, when collected, tattoo themselves onto John's body, increasing his Life Force. John's body is covered with these ornate tattoos, and each new symbol that he acquires permanently increases the maximum amount of his Life Force Bar.

Relics

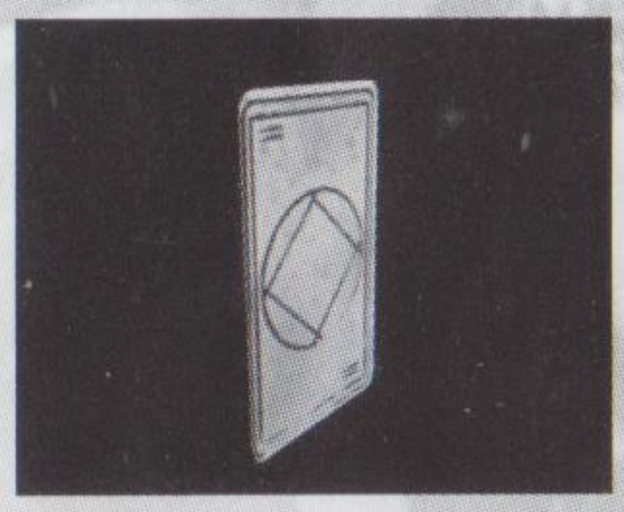
John can increase the maximum capacity of his Magic Reserve bar by finding Relics, enabling him to pull off even more devastating magic attacks.

Voodoo Dolls



Fashioned by a Voodoo High Priestess to collect the magic of a powerful Loa spirit, these Dolls increase the amount of occult energy John can absorb from vanquished Demons. Seek them out to improve the strength of John's Spell Casting Bar.

Tarot Cards



Finding a Tarot Card allows you to unlock extra bonus content accessible from the Main Menu.

HOLY ARTEFACTS

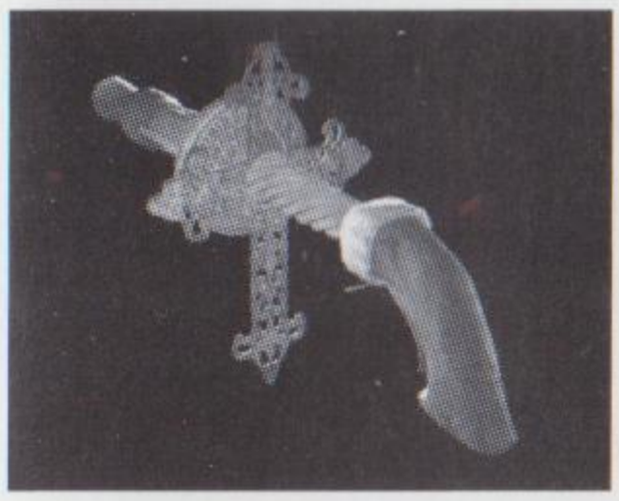
These weapons allow John to dispatch Demons with ever-increasing force. Some are weapons of destruction, others of disruption or protection. John will need all the firepower and spells at his disposal to battle Hell's forces.

Weapon Artefacts

Witch's Curse

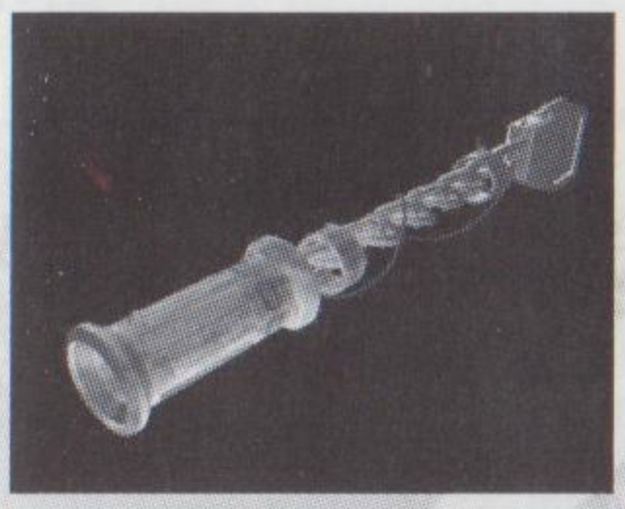
This large-barrelled pistol was made in 1845 for one purpose only – to kill Demons. Legend has it that there were originally a pair of these weapons, cast from religious relics for the use of a 19th-century Demon Hunter.

Crucifier



The Crucifier is an ancient Artefact fashioned by a tribe from the lost continent of Atlantis. Its hollow interior magnifies energy, sending any metallic objects placed within it barrelling out at great speeds. But beware: prolonged use can lead to overheating. The Crucifier is used to rapid-fire Martyr's Nails, six-inch iron nails pulled from the flesh of dead martyrs. The nails can be reclaimed once they have been fired.

Dragon's Breath

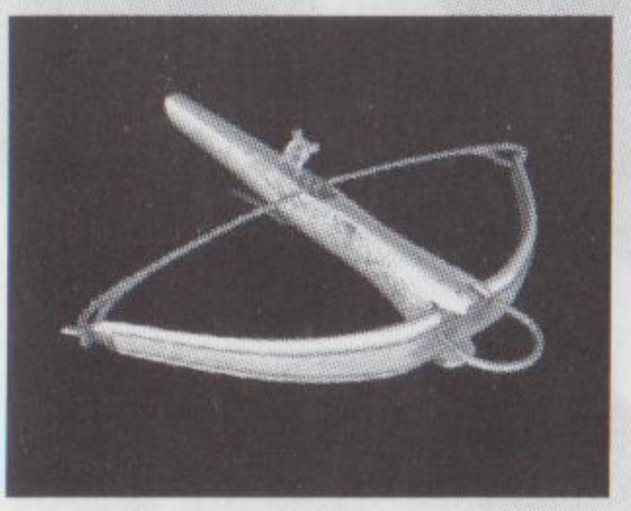


The Dragon's Breath is no ordinary flamethrower. Loaded with pressurised copper chambers which contain the fire of dragons, it shoots out a continuous jet of mystical flame and is very effective against groups of weaker enemies.

Holy Shotgun

John must find the three separate parts of the Holy Shotgun. Once all of the pieces have been located, they automatically slot together to create a powerful weapon which fires shells made from blessed metals imbued with magic power. The Shotgun is deadly at close range, and makes it possible to hit multiple enemies in one shot – but the reload time is fairly slow when compared to other Artefacts.

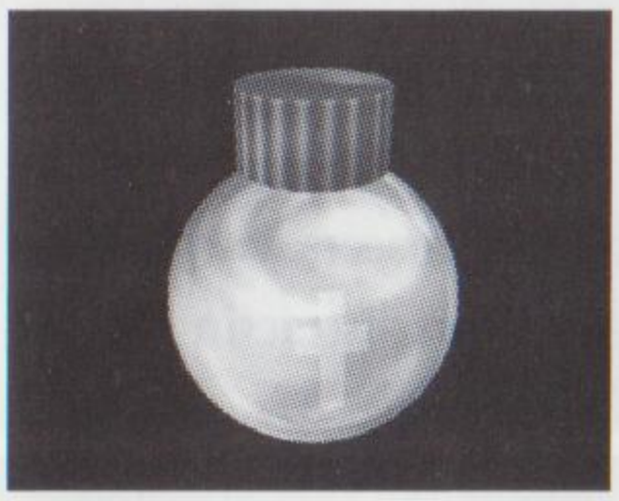
Purger



A mechanically-operated, powerful crossbow created by the death god Crom Culach, the Purger fires iron-tipped bodkins which are very effective at long range. Bodkins may be reclaimed and reused once they have been fired.

Secondary Support Artefacts

Holy Water Bombs

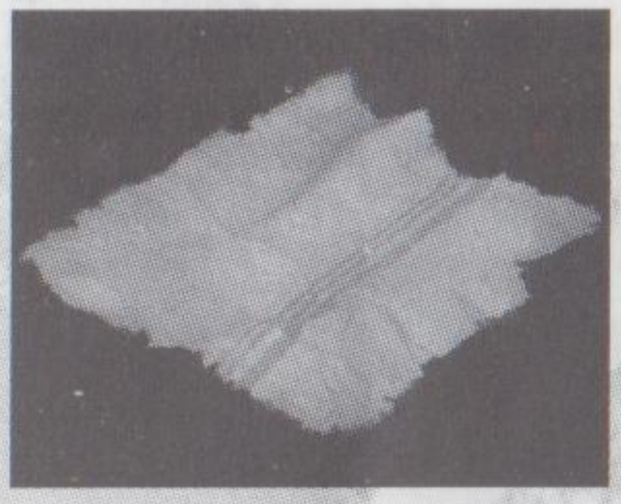


A glass container filled with Holy Water which shatters on impact and splashes the water in a wide radius as it breaks, Holy Water Bombs are very effective against Half-Breeds. They strip away a Demon's outer protection (their human body), making them easier to combat.

Amityville Screech Beetle

A small black beetle from Amityville encased in a matchbox, the Screetch Beetle is a sonic grenade for the Demonic hordes. When the matchbox is thrown, the Screech Beetle emits a frequency that causes immense pain to any Demons within range. All Demon attacks cease while the sound is in effect. The Beetle can be retrieved and used repeatedly, as John can only carry one Beetle at a time. True Sight will help locate it again once thrown.

Moses Shroud



The Moses Shroud is part of the cloth that was used to wrap the body of the Prophet Moses. When lit, the Shroud explodes with a violent bright light that engulfs Demons in a shockwave of death. This item is extremely rare, but is also extremely powerful.

SPELLS/INCANTATIONS

Stormcrow

The Stormcrow incantation summons multiple bolts of occult lightning to strike down any targeted enemies, who freeze in place as the spell drains them of their power. The spell can last up to a few seconds if John is standing still, but will be cut short if John is attacked or moves while it is in effect. The longer John holds this spell before releasing it, the more damage it will cause.

Exorcise

This spell is useful for killing the Bile-Riz Demons who occupy dead human hosts, as it prevents a Bile-Riz Demon from abandoning its current body and burrowing into another one.

Protection

The "Protection" incantation encases John in a magical shield that deflects demonic projectile attacks for a limited amount of time.

Hunger

A powerful spell that engulfs any targeted enemies in a swarm of dark, hungry insects who devour their victim whole. "Hunger" is lethal against smaller enemies, and good for distracting larger ones.

Confusion

This incantation makes a targeted enemy appear to be John Constantine to any Demons in the vicinity. Any enemies within range of the illusion will immediately attack the false target. Targets are automatically toggled.

Gargoyle

This stun spell freezes all enemies in range for a limited period of time. Frozen enemies take no damage from the spell itself, but while frozen a single hit from a projectile weapon will shatter them like glass. However, once the spell effect is over, any non-shattered enemies will return to full power.

Demon Leech

The "Demon Leech" spell bounces any damage from Demon attacks back at the attacking Demon. For a few seconds after the spell is cast, attacking Demons will take all the damage, while John takes none.

ENEMIES

Vermin

These demonic rats will swarm to attack victims en masse.

Hosts and Bile-Riz

Hosts are the bodies of the recently deceased who are inhabited by Bile-Riz Demons. The possessed Hosts are incredibly strong, and can inflict immense damage. The Bile-Riz themselves are only vulnerable when separated from their Hosts. Once expelled, they will crawl quickly, dragging their spinal cord, to inhabit the nearest dead body they can find. The Exorcism spell will destroy Bile-Riz in one attack.

Half-Breeds

Outwardly normal-looking, Half-Breeds are actually Demons masquerading as full human beings. In human form they wield earthly weapons such as guns, and have a very strong grab attack. Once stripped of their human appearance, they will use long range magic attacks.

Scavenger Scouts

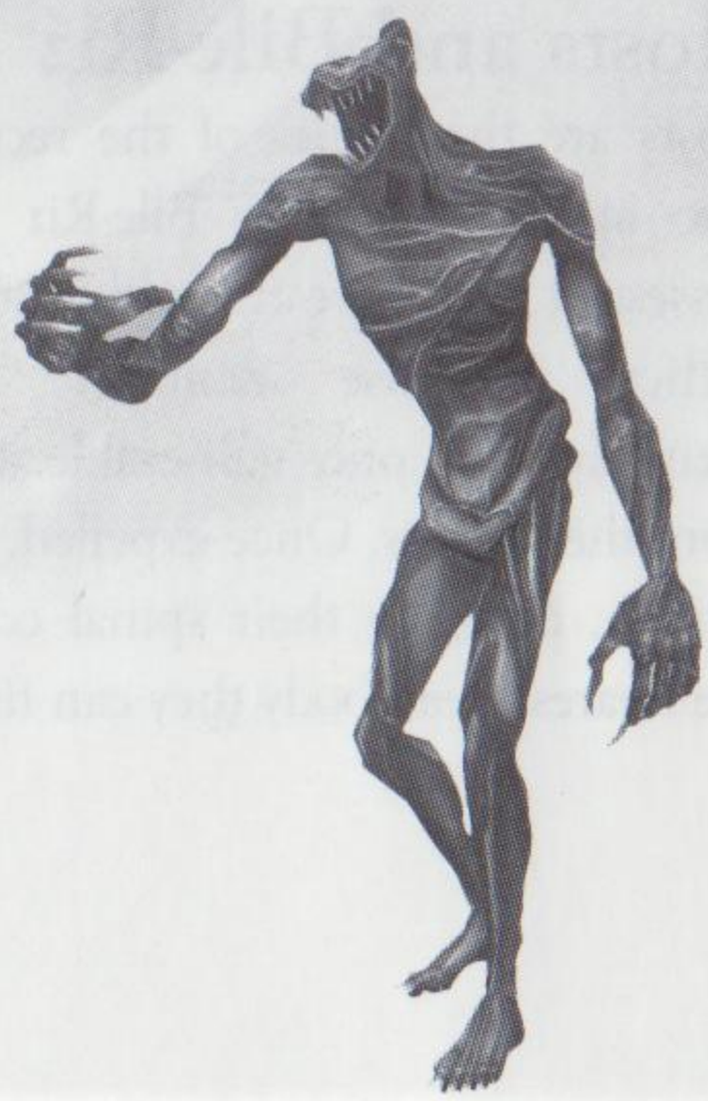
The smallest of the Scavenger Demon caste, these are the damned that have spent the least amount of time in Hell, and are thus the least deformed. Able to scuttle around on both floor and ceiling, they will try and grab hold of John at close range and use a spit attack at long range.

Scavenger Soldiers

Soldiers are the standard infantry Demon of Hell, stronger and larger than Scouts. Soldiers attack in groups to overwhelm their prey with close-range, battering attacks.

Scavenger Warriors

The strongest and largest of the Scavengers, these Demons have been in Hell for an eternity. Over time they have become twisted and deformed, their skin has hardened to an armour-like shell, and their nails have sharpened into claws able to rip through flesh – which they use to slash at their victims.



Seplavites

Swift and deadly, these flying Demons can summon up Hell plasma to throw at their victims from above. When defeated, they launch a last-ditch death-dive into their opponents.

Cleavers

Warped by their eternal suffering in Hell, Cleavers have been twisted by hate, their right arms evolving into huge blades. In addition to swiping this deadly blade at their targets, they can also spin it to deflect ammunition and are equipped with a long range spike attack.

Bastados

The result of two humans dying horrifically together and now fused into one gestalt entity, this Demon launches salvos of green Hell fire in a deadly long range barrage. They can also dematerialise, only to materialise in a new location at will, but they can't stay hidden from John's True Sight.

Impalers

People who have committed suicide by jumping from high buildings or throwing themselves in front of cars or trains are eternally doomed to suffer the pain of death from the broken shards of bone that impale their skin like knives. Over time, the flesh and bone of these Demons hardens into a fossil-like substance over most of the surface of their bodies. Impalers lash out at victims in a deadly charge attack. Note that once they begin moving, they find it difficult to change direction.

CREDITS

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EARTH NEEDS HIM.

YOU CONTROL HIM.

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